

CLAIMS

I claim:

1. A location-based game system, comprising:

- a. a wireless communication network capable of transmitting digital information;
- b. at least one wireless device capable of transmitting and receiving digital information from said wireless communication network, each said wireless telephone being assigned to at least one player;
- c. a physical location means coupled to said wireless device used to determine and transmit the physical location of said player over said wireless communication network;
- d. a wide area computer network coupled to said wireless communication network to enable the physical location of said player to be uploaded from said wireless communication network, and;
- e. a location-based software game that uses the location information from each said player to achieve the object of the game.

2. The location-based game system, as recited in Claim 1, wherein said location-based software game is located the memory of said wireless device.

3. The location-based game system, as recited in Claim 1, further including a central computer connected to said wide area network.

4. The location-based game system, as recited in Claim 1, wherein said location-based software game is located into the memory of said central computer.

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2 5. The location-based game system as recited in Claim 4, wherein said location-based
3 software game is a laser tag game that monitors and records the number of hits of a laser
4 beam generated by a laser beam transmitter on a laser beam receiver.
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6 6. The location-based game system, as recited in Claim 5, wherein said central computer
7 includes a database file for said player to record the location of said player.
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9 7. The location-based game system, as recited in Claim 5, further including a laser beam
10 sensor coupled to said wireless device, said laser beam sensor used to detect a laser beam
11 from a laser transmitter.
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13 8. The location-based game system as recited in Claim 7, wherein said location-based
14 software game is a laser tag game that monitors and records the number of hits of a laser
15 beam generated by said laser beam transmitter on said laser beam receiver.
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17 9. The location-based game system, as recited in Claim 1, further including a client-side
18 software program loaded into said wireless device and a server side software program loaded
19 into said central computer to enable said wireless device to communicate with said central
20 computer over said wide area network.
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22 10. The location-based game system, as recited in Claim 5, wherein the object of said
23 location based software game is to find a selected target by said players.

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11. The location-based game system, as recited in Claim 10, wherein said target is selected by said central computer.

12. The location-based game system, as recited in Claim 10, further including means to transmit clues to said player to find said target.